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Igp manager strategy guide

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iGP Manager is a free motorsport management game that's available on both desktop and mobile devices. Unlike most mobile racing games, it offers smooth controls and a deep gaming experience. The game has an online multiplayer mode where you can join leagues with players from around the world, which makes it easy to find a suitable challenge and race schedule. To get started, I recommend joining a rookie single-car league, especially if you're new to the game. This way, you'll have a chance to battle with other drivers and improve your skills without getting overwhelmed. You can also invite friends to join the same league, which adds an extra layer of fun to the experience. As you progress through the game, you'll be able to discover new challenges and leagues. When you hit level 20, you'll unlock the ability to take on the best drivers in the game. However, raw talent is key to success, and it's something that can't be taught or learned. When selecting a driver, make sure to pay attention to their 'Talent' rating, as this will determine their ceiling. Higher-talent drivers may require more initial training but will be faster once fully trained. Additionally, female drivers have lower potential weight at maximum fitness level, making them slightly faster than male counterparts with the same talent. The game also features quick races that last around 10 minutes and offer a chance to earn small amounts of experience for your driver. These races are a great way to learn the gameplay mechanics initially or as a way to continue improving skills after mastering the basics. Before a league event, public and private quick race lobbies allow for informal gatherings with friends. Races feature equalized cars and drivers, resulting in closer racing regardless of skill levels. Training drivers improves their stats but reduces health, making it crucial to give them time to rest before a race. Health regenerates at 5% per hour, so it's essential to limit training during the last few hours leading up to the event. Regular car maintenance and engine replacements are also necessary, as they can impact performance. The real challenge in iGP Manager is making informed decisions based on available information, including track characteristics, weather, and driver or car changes. Analyzing previous races at a specific track, weather reports, and consulting with drivers can provide valuable insights into effective strategies. However, experience and instinct play a significant role in minimizing time lost during the race. Proper tire management is crucial, as pushing too hard can lead to overheating and decreased performance. Adjusting the push level of your driver can help balance speed and kinetic energy, ensuring optimal tire temperature and lap times. Pushing hard on hard tires is faster than holding back on soft ones, but it depends on track conditions, tire suppliers, and driver attributes. I like to push at max level until the temperature needle starts to rise, then decrease the pressure until it reaches the middle. Boost management has a significant impact on the race, and its finite nature means you must use it strategically. Boost can be used offensively or defensively, but using it before a long straight or coming out of a slow-speed corner is ideal. Finding the best spot on the track to use a small amount every lap can maximize efficiency. Balancing boost usage is key, as using it too early or late can hurt your chances. Facilities and employees also play a crucial role in the championship hopes. The headquarters affects part availability, design points, DRS effectiveness, and rookie quality. While these may seem insignificant, they can have a significant impact on competitiveness over time. Finding the right balance between spending on HQ and staff without going broke is essential. Claiming daily rewards by simply opening the game and collecting them can provide a huge help when starting out in iGP Manager. No racing or activity is required; just collect the increasingly valuable rewards each day to get ahead. **Gameplay Experience in iGP Manager** The rewards for participating in iGP Manager improve until day seven, and then reset afterwards. A valuable resource within the game is its online forums, which offer a vast amount of information. Players can find tips from experienced users, covering various aspects of gameplay. Note: The design points for next season are generated every race and accumulate throughout the season. The total core design is determined by the number of races in the season. In a 20-race season, using two CDs with Strength Handling (Weakness Fuel Economy) active for 15 races and Strength Acceleration (Weakness Fuel Economy) active for 5 races results in a next season start design with: * Acc: 30 + 15 = 45 * Brake: 30 + 10 = 40 * Cool: 30 + 10 = 40 * Down Force: 30 + 10 = 40 * Fuel Econ: 15 + 5 = 20 * Handle: 45 + 10 = 55 * Reliab: 30 + 10 = 40 * Tyre Economy: 30 + 10 = 40 The total core design is 320. The CD strength and weakness only change the way in which the design points are distributed. Using lower-level CDs can significantly reduce your next season start design. Here's a table showing the effect of using lower-level CDs for a 15-race season: Each race, your Design HQ generates the same number of design points as its level. So, an L8 HQ generates 8 DP, an L14 HQ generates 14 DP, and an L20 HQ generates 20 DP. These design points are available to assign as you see fit. You can choose to save some for later in the season or use them immediately. Researching on other teams is another design element that can be confusing. Your Research Power is expressed as a percentage, depending on your team level and the levels of your Chief Designer (CD) and Technical Director (TD). The highest research power is achieved by employing both CD & TD at the same level as the team. If you employ lower-level CDs and/or TDS, your maximum research power will be reduced accordingly. Be 100 minus three times Team Level, so: L20 team research power is 100 - (20 x 3) = 40%. L15 team research power is 100 - (15 x 3) = 55%. L10 team research power is 100 - (10 x 3) = 70%. The number of research points you receive each race depends on the difference between your design and the strongest team's design in the researched area. For example, if you have a L20 team researching braking with 86 design points and the strongest team has 144, you'll receive (144 - 86) x 0.4 = 23.2, rounded up to 24. The research power drops as you tick more areas to research: 20% for two areas, 14% for three areas, and so on. Additionally, the Strength and Weakness of your Chief Designer (CD) affects the number of design points received. Researching CD strength gives a bonus, while researching CD weakness gives a deficit. Examples include researching braking at 40% research power, where you receive more design points due to the CD strength bonus, or researching tyre economy at the same power level but receiving significantly fewer points due to the CD weakness deficit. In general, the star rating of your staff is more important than individual stats. The CD level and overall star rating determine the effectiveness of the design, not the individual stats. As for using design points to improve your current car or save them for a future season's car, remember that design points are only used in the current season. Unused points are lost after the final race, so it's best to use them to upgrade your current car without impacting next season's design. Design points generated by your Design HQ should not be confused with the chief designer's rating and strength/weakness, which affect your future seasons' cars. I'm gonna lose all my progress if the design resets. Check out section 2 for more info. I know a similar game where you gotta save up or spend on current projects. But here, I gotta use all my points right away, got it? No, the current and next season dev are separate and don't affect each other. Used to be that way in another game, but not anymore. I'm confused because last season, I was close to winning the elite finals, and then I checked the car page only to find no development points available! What should I do? Marcus, what's the solution? Option 1: Read previous answers (- After the final race of the season, all cars are reset based on last season's active CDs, and design points are cleared. Option 2: Check this topic (- Any unused design points will be lost when the design resets. Bonus: Read the rules (help&tab=rules) Even if I didn't change tier, I'll still lose some developments. The car design just resets, regardless of my previous results. Kevin explained that the new design is mainly based on last season's CD used. Read guides more carefully, as we waste time re-explaining things already well described. Thanks for your help! I have a question: How do I find out how many dp the best team has? Is it even possible? Using a browser, you can use "Inspect Element" to see the position of the marker indicating the strongest team's level. For next season, if I have 5.25 points in an attribute, will I get 6 points? Should I put attributes at ,25 to round up and win 1pt? Yes, decimal design attributes always round up to the next highest integer.